The listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of claims:

1. (Previously Presented) A gaming system comprising:

a network server comprising a network server controller comprising a processor and a memory operatively coupled to said processor,

said network server controller being programmed to:

receive request data relating to a request for a game,

receive preference data relating to preferences of a first player,

receive game characteristics data relating to game characteristics of a plurality of available games,

select a game from said plurality of available games by comparing said preferences of said first player to said game characteristics of said plurality of available games and by comparing said first player preferences with a set of preferences of a second player,

provide said selected game in response to said request,

a gaming apparatus operatively coupled to said network server, said gaming apparatus comprising: a display unit capable of generating video images, a value input device and a gaming apparatus controller comprising a processor and a memory operatively coupled to said processor,

said gaming apparatus controller being programmed to:

provide said network server with said request data,

receive game selection data relating to said selected game,

cause said display unit to generate a game display relating to said selected game,

determine a value payout associated with an outcome of said selected game.

2. (Previously presented) The gaming system as defined in claim 1,

wherein the network server is further programmed to suggest said game which has been selected from said plurality of available games.

3. (Previously Presented) The gaming system as defined in claim 2, wherein said network server controller is programmed to select an available game by selecting a game associated with said second player.

4. (Previously Presented) The gaming system as defined in claim 3, wherein said second player preferences comprise preferences of a particular player demographic.

5. (Previously presented) The gaming system as defined in claim 2, wherein said network server controller is programmed to select an available game by comparing a game previously played by said first player to said plurality of available games.

6. (Previously presented) The gaming system as defined in claim 2,

wherein said network server controller is programmed to provide previous game data relating to a game previously played by said first player to said gaming apparatus

wherein said gaming apparatus controller is programmed to cause said display unit to generate a game display relating to said previously played game.

7. (Previously presented) The gaming system as defined in claim 2,

wherein said gaming apparatus controller is programmed to provide said network server controller with a player identification,

wherein said network server controller is programmed to receive player profile data relating to a player profile associated with said player identification, said player profile data comprising said first player preferences.

8. (Previously Presented) The gaming system as defined in claim 2,

wherein said network server controller is programmed to select a game characteristic from a plurality of game characteristics based upon said first player preferences to provide a game characteristic selection comprising said selected game characteristic,

wherein said gaming apparatus controller is programmed to cause said display unit to generate a game characteristic selection display relating to said game characteristic selection,

wherein said gaming apparatus controller is programmed to implement a game characteristic from said game characteristic selection in said selected game.

9. (Previously Presented) A gaming apparatus, comprising:

a display unit;

a value input device;

a controller operatively coupled to said display unit and said value input device, said controller comprising a processor and a memory operatively coupled to said processor,

said controller being programmed to:

receive preference data relating to preferences of a first player,

receive game characteristics data relating to game characteristics of a plurality of available games,

select a game from said plurality of available games by comparing said preferences of said first player to said game characteristics of said plurality of available games and by comparing said first player preferences with a player type of a second player,

cause said display unit to generate a game selection display relating to said game selection,

cause said display unit to generate a game display relating to one of the following games: a game from said game selection, poker, blackjack, slots, keno or bingo,

determine a value payout associated with an outcome of said game.

10. (Previously presented) The gaming apparatus as defined in claim 9, wherein said display unit comprises a video display unit that is capable of generating video images.

11. (Previously presented) The gaming apparatus as defined in claim 10,

wherein said controller is programmed to cause a video image comprising an image of at least five playing cards to be displayed if said game comprises video poker,

wherein said controller is programmed to cause a video image comprising an image of a plurality of simulated slot machine reels to be displayed if said game comprises video slots,

wherein said controller is programmed to cause a video image comprising an image of a plurality of playing cards to be displayed if said game comprises video blackjack,

wherein said controller is programmed to cause a video image comprising an image of a plurality of keno numbers to be displayed if said game comprises video keno,

wherein said controller is programmed to cause a video image comprising an image of a bingo grid to be displayed if said game comprises video bingo.

12. (Previously presented) The gaming apparatus as defined in claim 9, wherein said display unit comprises at least one mechanical slot machine reel.

13. (Canceled)

14. (Currently amended) The gaming apparatus as defined in claim 9, wherein said controller is programmed to select at least one available game by comparing said first player preferences to preferences of ~~a second~~ said second player and selecting a game associated with said second player.

15. (Previously Presented) The gaming apparatus as defined in claim 14, wherein said second player preferences comprise preferences of a particular player demographic.

16. (Previously Presented) The gaming apparatus as defined in claim 9, wherein said controller is programmed to select at least one available game by comparing a game previously played by said first player to said plurality of available games.

17. (Previously Presented) The gaming apparatus as defined in claim 9,

wherein said game selection display comprises a display relating to a game previously played by said first player,

wherein said controller is programmed to cause said display unit to generate a game display relating to said previously played game.

18. (Previously Presented) The gaming apparatus as defined in claim 9,

wherein said controller is programmed to receive identification data relating to the identity of said first player,

wherein said controller is programmed to receive player profile data relating to a player profile associated with said player identity, said player profile data comprising said first player preferences.

19. (Previously Presented) The gaming apparatus as defined in claim 9,

wherein said controller is programmed to select a game characteristic from a plurality of game characteristics based upon said first player preferences to provide a game characteristic selection comprising said selected game characteristic,

wherein said controller is programmed to cause said display unit to generate a game characteristic selection display relating to said game characteristic selection,

wherein said controller is programmed to implement the game characteristic from said game characteristic selection in said game.

20. (Original) A gaming system comprising a plurality of gaming apparatuses as defined in claim 9, said gaming apparatuses being interconnected to form a network of gaming apparatuses.

21. (Previously presented) The gaming system as defined in claim 20, wherein said gaming apparatuses are interconnected via the Internet.

22. (Previously Presented) A gaming apparatus, comprising:

a display unit;

a value input device;

a controller operatively coupled to said display unit and said value input device, said controller comprising a processor and a memory operatively coupled to said processor,

said controller being programmed to receive preference data relating to preferences of a first player,

said controller being programmed to select a game characteristic from a plurality of game characteristics associated with a plurality of available games, based upon said first player preferences and based upon a demographic of a second player, to provide a game characteristic selection comprising said selected game characteristic,

said controller being programmed to cause said display unit to generate a game characteristic selection display relating to said game characteristic selection,

said controller being programmed to cause said display unit to generate a game display relating to one of the following games: poker, blackjack, slots, keno or bingo,

said controller being programmed to implement the game characteristic from said game characteristic selection in said game,

said controller being programmed to determine a value payout associated with an outcome of said game.

23. (Previously Presented) The gaming apparatus as defined in claim 22, wherein said game characteristics comprise payout tables.

24. (Previously Presented) The gaming apparatus as defined in claim 22, wherein said game characteristics comprise game themes.

25. (Previously Presented) The gaming apparatus as defined in claim 22, wherein said game characteristics comprise a minimum bet.

26. (Previously Presented) The gaming apparatus as defined in claim 22, wherein said game characteristics comprise a game type.

27. (Canceled)

28. (Currently amended) The gaming apparatus as defined in claim 22, wherein said controller is programmed to select the game characteristic by comparing said first player preferences to preferences of a second said second player and selecting a game characteristic associated with said second player.

29. (Currently amended) The gaming apparatus as defined in claim 28, wherein said second player preferences comprise preferences of a particular player said demographic of said second player.

30. (Previously Presented) The gaming apparatus as defined in claim 22, wherein said controller is programmed to select the game characteristic by comparing a game characteristic of a game previously played by said first player to said plurality of game characteristics.

31. (Previously Presented) The gaming apparatus as defined in claim 22,

wherein said controller is programmed to select a game from a plurality of available games based upon said first player preferences to provide a game selection,

wherein said controller is programmed to cause said display unit to generate a game selection display relating to said game selection,

wherein said controller is programmed to cause said display unit to generate a game display relating to a game from said selection of games.

32. (Original) A gaming system comprising a plurality of gaming apparatuses as defined in claim 22, said gaming apparatuses being interconnected to form a network of gaming apparatuses.

33. (Previously presented) A gaming method, comprising:

receiving identification data relating to the identity of a first player;

receiving player profile data relating to a player profile associated with said player identity, said player profile comprising preference data relating to preferences of said first player;

selecting a game from a plurality of available games based upon said first player preferences and based upon a demographic of a second player to provide a game selection;

causing a game selection display relating to said game selection comprising said selected game to be generated;

causing a game display of one of the following games to be generated: a game from said game selection, poker, blackjack, slots, keno or bingo; and

determining a value payout associated with an outcome of said game represented by said game display comprising a video image.

34. (Previously presented) The gaming method as defined in claim 33, additionally comprising receiving game characteristics data relating to characteristics of said available game,

wherein selecting a game from a plurality of available games comprises comparing said first player preferences to said game characteristics.

35. (Currently amended) The gaming method as defined in claim 33, wherein selecting the game from the plurality of available games comprises:

comparing said first player preferences to ~~preferences of a~~ preferences of said second player, and

selecting a game associated with said second player.

36. (Previously Presented) The gaming method as defined in claim 33, wherein selecting the game from the plurality of available games comprises comparing a game previously played by said first player to said available games.

37. (Previously Presented) The gaming method as defined in claim 33, additionally comprising:

causing a game display relating to a game previously played by said first player to be generated;

causing a game display relating to said previously played game to be generated.

38. (Previously Presented) The gaming method as defined in claim 33, additionally comprising:

selecting a game characteristic from a plurality of game characteristics based upon said first player preferences to provide a game characteristic selection;

causing a game characteristic selection display relating to said game characteristic selection to be generated;

implementing the game characteristic from said game characteristic selection in said game.